# Some extra stuff from TLOW.

Made by: Dan2597.

*(Yes, I used this photo again).

Firstly, I need to say that this is a supplement to the original text I wrote about this lost media, adding some information that I couldn't put in the original text, therefore, they complement each other.

Before presenting this information, I want to say thanks for the 40 views that the post had in Wayback Machine, because I didn't expect that someone would see it. I really thought the post wouldn't get any views, so, thank you so much. ( :-] ).

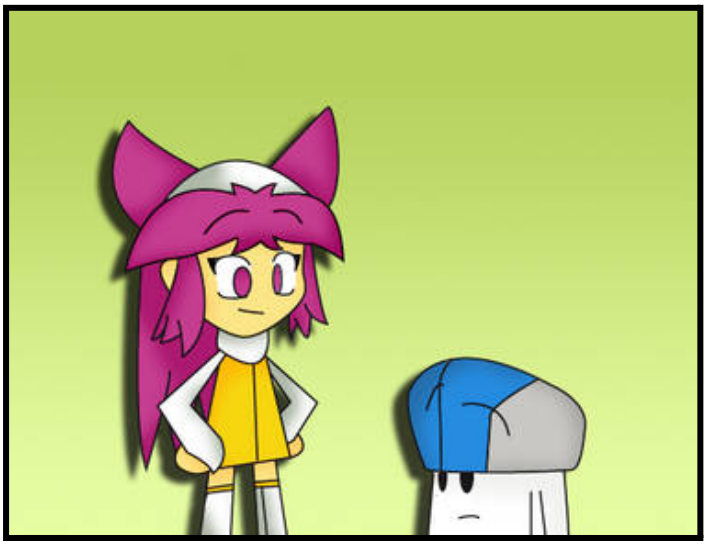
# Extra stuff from The Legacy of Wevo 1 (TLOW 1)

Well, one content from TLOW 1 that I didn't put in the original text was the fact that the game had chapters and was separate in ten (10) chapters. If you read the original text, you saw the image of the characters, didn't you? So, except the image of Luna, Brendan, Wevo, Darkegg, Ami and Yumi, the other photos of the characters (like Danny Phantom, Marlow Gwain and Zero), in fact, are cutscenes from the game, and that there are others as well. Check them:

- **Zero cutscene 1;** (The second is in the original text).

- **Ami cutscene 1;**

- **Yumi cutscene;**



- **Ami and Wevo cutscene;**

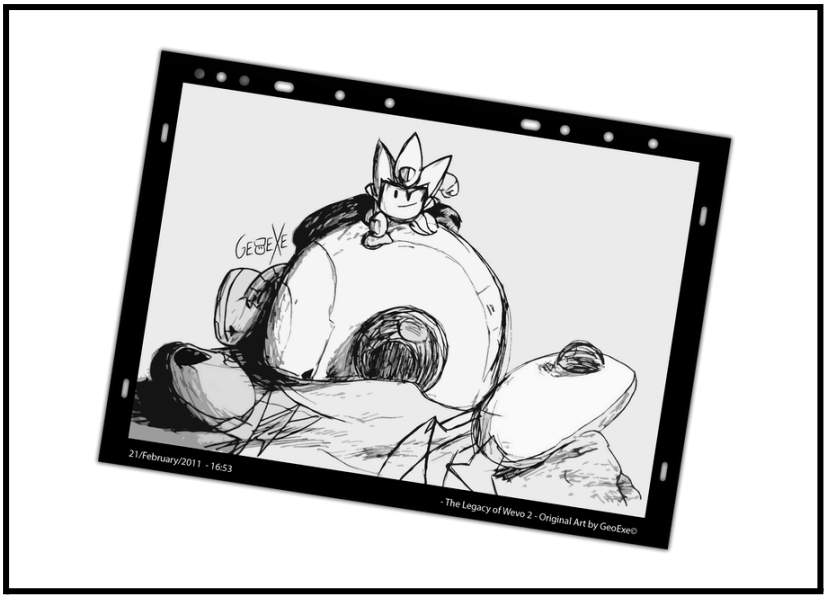
- **Cutscene of our heroes in a cave in the kingdom of Gwain;**

- **Ami cutscene 2;** (It was this image that I discovered that the game was divided into chapters. This draw for example, came from chapter 7).

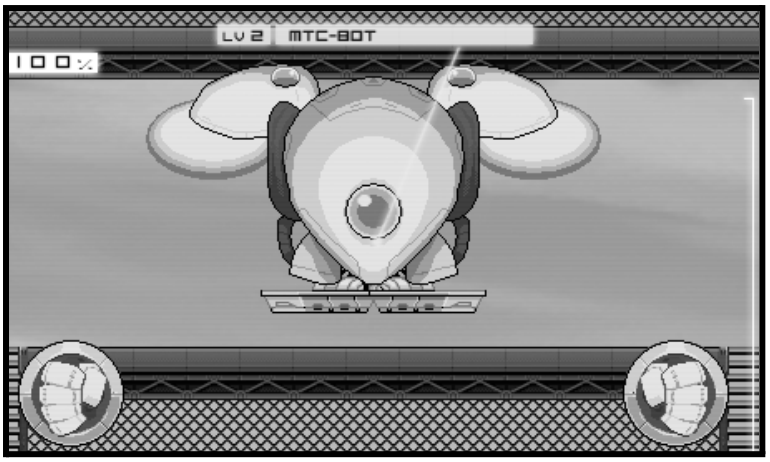
# Extra stuff from The Legacy of Wevo 2 (TLOW 2)

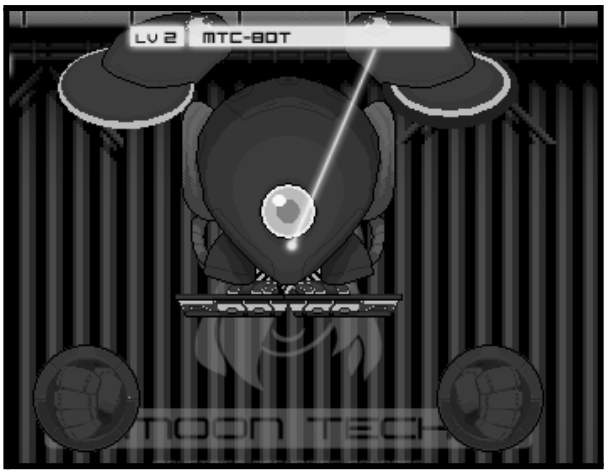
The Legacy of Wevo 2, probably, will be the game with the most extra content of this text, because many of them would be in the original text, but they were cut. Therefore, it's a great opportunity to show it. This information I could find in other games of GeoExe (in particular, in Geo's Adventure-The Game DEMO 1) and in your Devianart account.

Let's start with one of the bosses from Geo's Adventure-The Game; the **MTC-BOT**:




- **MTC-BOT's origins:** MTC-BOT is one of the enemies that we need to destroy in Geo's Adventure-The game, however, as well as Luna, his first appearance was in TLOW 2. At the end of the first demo of Geo's Adventure-The Game, we fight against him, but his appearance is completely different from the final version. Check it:



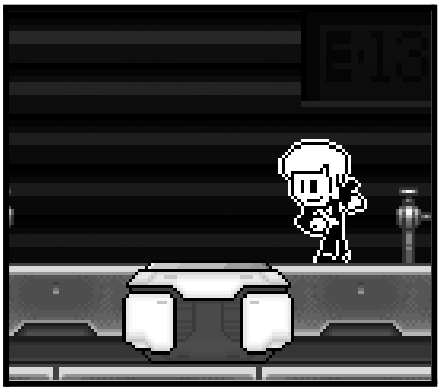



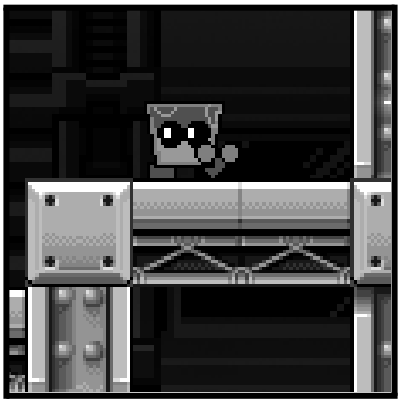

The left one from the first demo of Geo's Adventure-The Game. The right one from the final version of the game. The difference between them is clear; MTC-BOT in the first demo was white and his look is more simple, meanwhile, in the final version, he is black and has some white details in its lower part.

Probably, the white MTC-BOT sprite came from TLOW 2, however, with some little changes for Geo's Adventure-The Game DEMO 1.

It's not just the sprite of MTC-BOT that probably came from TLOW 2, the **checkpoint and enemies sprites** are different when compared to the final version.

- **Checkpoint and enemies sprites:** As well as MTC-BOT, the checkpoint and enemies -especially the enemies- have other appearance. Check them:





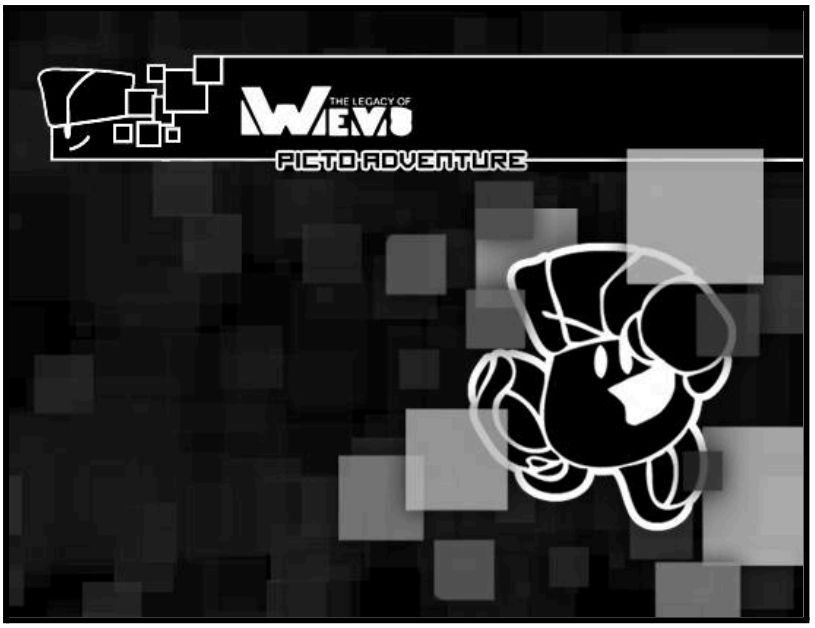
The left one is Geo with the checkpoint that is different to the final game, which is black. The right one is the little enemy who we see in the demo, and he is completely different from its appearance in the final version.

Both sprites have a main distinction when compared to Geo's sprite is that they don't have a white line around them. This likely means that these sprites are older and originated from TLOW 2.

If you want to see all this sprites in action, you can download the demo via this link:
https://archive.org/details/geos-adventure-the-game-demo-1.0

## Extra stuff from The Legacy of Wevo 3 (TLOW 3)

Well, about TLOW 3, I need to say that I made a mistake, because if you read the original text, I said that there is no information about TLOW 3 and that is a complete lost media. So, why did I say that I made a mistake? Simple. The real name of the third game is **The Legacy of Wevo: Picto Adventure**.

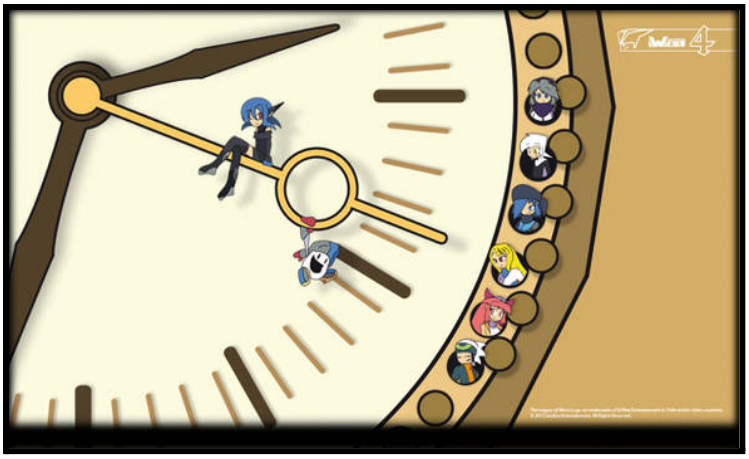


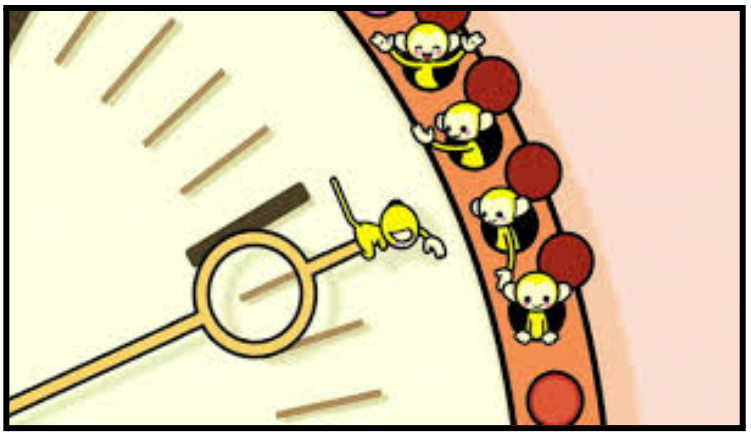
The game was announced on Dec 24, 2011. This suggests that TLOW 2 was released sometime in late 2011, possibly in October, because, once again, if you read the original text, there are audio recordings dated Oct 17, 2011 (the most distant date of 2011 that I managed to find in the internal files of Geo's Adventure-The Game DEMO 3).

In this game, Wevo returned to his original appearance, because many of the images from TLOW 2 shows Wevo with a new and powerful look, even the logo presents Wevo with he first visual. Was TLOW: Picto Adventure a prequel? Well, I don't know, but it's cool to think about it.

## Extra stuff from The Legacy of Wevo 4 (TLOW4)

About TLOW 4, there is only one short, and perhaps unnecessary, piece of extra information. The information that TLOW 4 was inspired by "Monkey Watch", a minigame from Rhythm Heaven. Check the TLOW 4 poster and a click from the minigame:





I'll be honest, I really want to know how the game was. It’s a very unusual inspiration in my opinion.

## Conclusion

Well, these were all the extra information about the TLOW series. There weren’t many, but they were the ones I could find. Remembering that you can see all the images (except of the Monkey Watch) in GeoExe’s Deviantart account.